Keynote Speeches
End-User Development at Scale: Real-World Experience with Product Development for a Large and Engaged User Community
How End-User Development Will Save Composition Technologies from Their Continuing Failures

Long Papers
Mashups
Enabling End User Development through Mashups: Requirements, Abstractions and Innovation Toolkits
Versioning for Mashups - An Exploratory Study
Creating Mashups by Direct Manipulation of Existing Web Applications

Frameworks
Alternative Representations for End User Composition of Service-Based Systems
Designing a Framework for End User Applications

Users as Co-Designers
From Human Crafters to Human Factors to Human Actors and Back Again: Bridging the Design Time - Use Time Divide
An Ontology-Based Approach to Product Customization

Infrastructures
End-User Development of e-Government Services through Meta-modeling
From System Development toward Work Improvement: Developmental Work Research as a Potential Partner Method for EUD
Infrastructuring When You Don't - End-User Development and Organizational Infrastructure

Methodologies and Guidelines
Semiotic Traces of Computational Thinking Acquisition
Where are My Intelligent Assistant's Mistakes? A Systematic Testing Approach
Beyond the Desktop
An End-User Oriented Building Pattern for Interactive Art Guides
Beefing Up End User Development: Legal Protection and Regulatory Compliance

Short Papers
Mashups
Light-Weight Composition of Personal Documents from Distributed Information
Really Simple Mash-Ups
Teachers as Designers: Enabling Teachers to Specify Dynamic Web Programming Projects for Students

Frameworks
A Framework for User-Tailored City Exploration
End-User Requirements for Wisdom-Aware EUD
Personalised Resource Categorisation Using Euler Diagrams
Towards the Involvement of End-Users within Model-Driven Development

Users as Co-Designers
Extending the Meta-design Theory: Engaging Participants as Active Contributors in Virtual Worlds